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## English Delivery Only: Design Patterns in Java

**Duración: 3 Días**    **Código del Curso: DESPAT**    **Método de Impartición: Curso Remoto (Virtual)**

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### Temario:

#### \*\*\* Course delivered in English (UK) \*\*\***Design Patterns in Java Course Overview**

This course aims to teach what design patterns are and how they can help to design well-structured, reusable object-oriented software. It is acknowledged that designing reusable object-oriented software is hard. It involves finding pertinent objects, factoring them into classes at the right granularity, and then defining class interfaces and inheritance hierarchies and establishing appropriate relationships among them. This seems almost impossible and yet experienced object-oriented developers somehow manage to produce good designs. New developers, however, are often overwhelmed by the options available and may be tempted to fall back on non-object-oriented techniques. This course is about transferring knowledge of design patterns which are the result of years of experience. This experience is captured in solutions consisting of recurring patterns of classes and communicating objects that solve specific problems in a way that is flexible, elegant and ultimately reusable. By learning these design patterns, developers will be able to apply them immediately without having to rediscover or reinvent them.

This course focuses on the design patterns listed in the original 'Gang of Four' book and delegates will learn to use them in real-life scenarios with hands-on practical exercises.

Note that we do not cover every pattern listed in detail, rather we select a subset in each category for detailed examination and have the delegates implement said patterns in Java code.

Exercises and examples are used throughout the course to give practical hands-on experience with the techniques covered.

#### Curso Remoto (Abierto)

Nuestra solución de formación remota o virtual, combina tecnologías de alta calidad y la experiencia de nuestros formadores, contenidos, ejercicios e interacción entre compañeros que estén atendiendo la formación, para garantizar una sesión formativa superior, independiente de la ubicación de los alumnos.

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### Dirigido a:

#### Who will the Course Benefit?

This Design Patterns in Java course is aimed at developers, designers, architects, and anyone else involved in the design and production of well-structured, reusable software written in Java or any other object-oriented language.

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### Objetivos:

- Course Objectives
  - This course aims to provide the delegate with an understanding of what a design pattern is, how they're classified, and why they're important. It also seeks to provide the delegate with the skills necessary to apply commonly used patterns as and when it is appropriate to do so.
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### Prerequisitos:

- Delegates attending this course should be familiar with object-oriented principles and will be able to write simple applications in Java or an equivalent object-oriented language. This knowledge can be obtained by attendance on the pre-requisite Java Programming 1 / Java Developer or equivalent level course.
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## Siguientes cursos recomendados:

### Further Learning

- Developing Applications with Java EE
- Core Spring (4 day)

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## Contenido:

### Design Patterns in Java Training Course Course Contents - DAY 1

#### Course Introduction

- Administration and Course Materials
- Course Structure and Agenda
- Delegate and Trainer Introductions

#### Session 1: INTRODUCTION

- What is a Design Pattern?
- Why use Design Patterns?
- Categories of Design Pattern
- The Gang of Four Design Pattern Catalogue

#### Session 2: CREATIONAL PATTERNS

- Singleton
- Factory Method
- Abstract Factory
- Builder
- Prototype
- Object Pool Design Patterns in Java Training Course Course Contents - DAY 2

#### Session 3: STRUCTURAL PATTERNS

- Adapter
- Composite
- Proxy
- Flyweight
- Facade
- Bridge
- Decorator

#### Session 4: BEHAVIOURAL PATTERNS

- Template Method
- Strategy
- Observer
- Mediator Design Patterns in Java Training Course Course Contents - DAY 3

#### Session 4: BEHAVIOURAL PATTERNS (CONT.)

- State
- Command
- Chain of Responsibility
- Iterator
- Interpreter
- Memento
- Visitor
- Null Object

#### Session 5: ANTI-PATTERNS

- God Class
- Dead Code
- Functional Decomposition
- Poltergeists
- Boat Anchor
- Old Yeller
- Dead End
- Spaghetti Code
- Clipboard Coding
- And more!

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## Más información:

Para más información o para reservar tu plaza llámanos al (34) 91 425 06 60

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